



What the heck even is autumn in the Lower Mainland anyway?

Bex Peterson
Editor-in-Chief

I don't like starting articles off on a flat negative, but here goes: I hate summer. It's too hot, too dry, often too smoky, and I like gloomy weather far too much to take any kind of enjoyment out of sunny August mornings (and besides, I'm not too big a fan of mornings either). I declare summer dead and done the moment September rolls in, even if yes, I'm aware that summer doesn't *technically* end until the 21.

The weather doesn't seem to know what to make of the period between the

last week of August and the last week of September. I've seen the rain roll back in for its usual constant drizzle halfway through August and stay that way until the first dustings of December snow. I've also seen summer stretch on far past its welcome, with sunny hot days plaguing the Lower Mainland until mid-October. We live in a moderate, changeable climate. There's really no predicting what the weather is going to do.

I still haven't switched over to my autumn brain entirely—I stayed at my sister's place last night and refused to bring a jacket with me because despite many weather reports warning me

otherwise, I didn't truly believe it was going to rain today. Guess who ended up borrowing a jacket this morning on the way out the door. This is a common enough experience that we even have a humour article about it this issue; one that I edited yesterday, smiled at, and completely neglected to internalize. The hubris of humanity, I suppose.

In truth, I love autumn as much as I hate summer. I could write an entire love letter to the very concept of fall in the Pacific Northwest—which I suppose this sort of is. As is the feature this month on media that celebrates the autumn aesthetic, penned by some genius writing

wizard. There's this sweet spot before Halloween where we can embrace the changing colours of the leaves and the fresh chill on the breeze without getting into ghouls and ghosts (though no shame to those who pull out their Halloween decorations the evening of August 31; I just don't know how you manage to keep your carved pumpkins fresh for two months).

Whatever fall is to you and however you choose to enjoy it, I hope that autumn of 2018 is good to you.

Until next issue,

Bex Peterson

the otherpress

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- ✓ Update on Douglas College's smoking ban
 - ✓ Biology department to adopt free anatomy and physiology textbook
- And more!

Beer and carnivals at Douglas College DSU's

› First foray into beer gardens is a huge success

Gred Waldock
Web Editor

On September 6, the Douglas Student Union (DSU) hosted a beer garden and carnival outside the student lounge. Running from 2:30 pm to 6:30 pm, the event offered pizza, popcorn, carnival games, and three options for alcoholic beverages. The event was a first for the DSU and an experiment in offering beer on campus. With a larger-than-expected student turnout, it looks likely to happen more often over the next few semesters.

The drinks on offer in the beer garden were a Steel & Oak pilsner and two Nude Vodka Soda flavours, a sugar- and gluten-free carbonated vodka drink. Drink tickets were selling for three dollars apiece, cheap enough for staff or students of drinking age to enjoy a few cans during the warm afternoon.

The DSU had started research on making the beer garden legal and safe long before any other planning for the event had begun. Working through British Columbia's notoriously difficult public drinking laws and ensuring security and a comfortable environment were absolute requirements for the event. The beer garden had on staff two bartenders, two police officers, and campus security.

The DSU also supplied carnival games such as air hockey and Skee-Ball, as well as a DJ and free popcorn, pizza, and soda. The British Columbia Federation of Students (BCFS) was present as well with a table sharing information about their Open Textbooks Now campaign and collecting petitions to help with their legal battles. Open Textbooks Now is a student-led initiative working with BC college and university faculty to publish free, open-source

textbooks for classrooms in response to rising costs of physical textbooks and a lack of regulation on publishers. The campaign has already been met with significant success and next year certain intro-level courses at Douglas will roll out free textbooks for all students.

The beer garden event was considered a success by the DSU organizers, with a large student turnout and enthusiasm for the beer garden. Despite the concerns and legal hoops involved in hosting an alcoholic event, it ended up being a safe and fun environment for everyone and organizers are optimistic more events like these will happen in the near future. The DSU also hosts pub nights every month and "Welcome Back" pancake breakfasts, as well as movie nights, exam study days, and many other events throughout the semester.



Photo by Greg Waldock

Government increases funding for early childhood educators in BC post-secondary institutions

› Wages increase by up to two dollars an hour by April 2020

Katie Czenczek
News Editor

It was a momentous day for Early Childhood Educators (ECE) in British Columbia.

On September 5, Harjit S. Sajjan, federal Minister of National Defence and MP for Vancouver South, Katrine Conroy, Minister of Children and Family Development, Melanie Mark, Minister of Advanced Education, Skills and Training, and Katrina Chen, Minister of State for Child Care, made announcements that directly affect post-secondary students who hope to work in early education as well as the many other individual and groups who benefit from new child care initiatives. These announcements were made in the courtyard outside of Langara College's Students' Union, right beside the daycare centre.

Sajjan started off the press release by calling to attention the additions to the Early Learning and Child Care (ELCC) bilateral agreement. The ELCC is an agreement made between British Columbia and Canada for the direction child care in BC will go. During the press release Sajjan said that there will be a bursary increase at BC post-secondary institutions for child care programs.

"Today, I'm happy to announce



Photo by Katie Czenczek

the bursary component of the bilateral agreement," he said. "This will include \$10 million in funding to expand and enhance the ECE bursary program. This will support more students and help with the cost that creates barriers to education. Through this funding, we will also increase the maximum per month from \$300 to \$500 per course, and up to a maximum of \$4000 per semester. Finally, we will be providing 60 percent of the funding to students up front, and the remaining 40 percent upon proof of

successful completion of these courses."

Prior to the announcements on Wednesday, students were given the majority of their bursary after they had already completed the courses.

Following Sajjan's speech, Conroy said that current child care workers' wages would also increase.

"We know that wages are a critical factor to this sector and that we need to address them," she said. "We need to support our long-term goal of creating a universal child care system."

To this end, Conroy said, first of all ECEs who work in facilities where this child care fee reduction initiative applies "will receive a one-dollar-an-hour wage enhancement in early 2019."

For those who wanted to upgrade their education, they would be eligible for a separate bursary than the one Sajjan announced prior, said Conroy.

"We will also provide \$5000 a semester to support current professionals looking to upgrade their qualifications," she said. "This funding will help to cover additional costs, like travel costs, for those who attend school outside of their community."

Mark closed the speeches by announcing that additional funding will be put towards post-secondary institutions to expand ECE at British Columbian colleges and universities.

"We know that there will be over 9,000 job openings that are going to be available for childhood educators and assistants across province in the next decade," she said. "That's why I'm proud to announce that we've invested \$7.4 million to add new student spaces to post-secondary institutions throughout the province over the next three years. We will be able to graduate another 620 Early Childhood Educators."

Update on Douglas College's smoking ban

> A week in and already receiving mixed reviews

Katie Czenczek
News Editor

Douglas College's hard-line ban on all things vapour, smoke, and cannabis has had its fair share of both critics and supporters.

On September 1 Douglas enacted its strict no-smoking policy. Ultimately, this removed the smoking pit near the Douglas College Students' Union on both floors. Signs have been posted all around outdoor spaces at Douglas, though they only specifically showed a no-smoking sign despite vapes and cannabis also being prohibited.

Security guards spent the majority of their time outside near the spots around campus that many smokers congregate to. Whether or not they were sent there specifically to enforce the new rule is yet to be determined, as Douglas security could not comment at this time.

According to Douglas College's website, approximately 75 percent of students supported banning smoking, vapes, and pot from the premises. For those who do smoke, 23 percent of smoking Douglas College students are said to want to quit, also as reported by Douglas College's website. While there is no mention as to why cannabis was also banned from school grounds, it seems significant that the ban started merely a month before cannabis will be legalized nationwide.

Roxy Grimbeck, a first-year sports science student at Douglas College, said in an interview with the *Other Press* that she supported the ban.

"I know that many people are sensitive to smells, and vaping and cigarettes have very overpowering smells," she said.



Photo by Lauren Kelly

"For people who are trying to quit smoking [through vaping] it's difficult to be forced into the same area where all of the smokers go."
—Bobby Singh, fourth-year BPEC student

Grimbeck also said that she didn't want to be bombarded with smoke and vapour the second she stepped outside the building.

"When I walk outside, I want to be breathing in fresh air—not vape or smoke when I need to take a break from my classes," she said. "Smoking is terrible for you and students shouldn't have to get second-hand smoke from leaving the campus."

Students who do use vapes and cigarettes, however, have only seemed to move over a couple of metres from the original spots allocated for smoking because Douglas College cannot enforce the ban outside of school grounds.

Bobby Singh, a fourth-year BPEC student at Douglas College, said in an interview with the *Other Press* that he doesn't think it's fair to lump together cigarettes and vapes.

"I understand that students don't want to have vapour in their face, and that's fair, but for people who are trying to quit smoking it's difficult to be forced into the same area where all of the smokers go," he said.

Singh also said that while vapes can be quite intrusive, there are other e-cigarettes that can be less so.

"The thing is, vapes and stuff can be intrusive, but a Juul isn't nearly as bad," he said.

Only time will tell how long the ban will persist, but as of right now, Douglas College continues to be a smoke-free zone.

Aquilini Investment Group purchases multimillion-dollar esports slot

> Will Vancouver be getting its own pro-gaming team?

Brittney MacDonald
Life & Style Editor

For those following the esports scene, you are probably already well aware that Vancouver seems to be setting itself up as a destination city for professional videogaming.

Having hosted international competitions from many varying esports leagues—including the *League of Legends* North American League Championship Series and the *Dota 2* International, which managed to sell out Rogers Arena for over a week straight—it was only a matter of time before someone capitalized on this rapidly-growing industry.

On September 5, Vancouver was announced to be one of eight new cities to be added to the growing Overwatch League (OWL) this coming April. Unlike many other professional gaming leagues, which usually have country or region-

based teams, the OWL works off of a more standardized North American professional sports model, instead functioning with set, city-based teams such as the London Spitfire, Houston Outlaws, and the Shanghai Dragons. Vancouver will be the

second Canadian city to join the OWL after Toronto was added to the list on August 13.

Purchase of the team slot was made by Aquilini Investment Group (AIG)—overseen by managing director Francesco Aquilini—the parent company to the Vancouver Canucks. Reportedly the sale cost AIG between \$35 and \$60



Overwatch League logo

million. AIG is the third company with stakes in the National Hockey League to transition over to the OWL. Both Comcast Spectacor, owner of the Philadelphia Flyers, and Kroenke Sports & Entertainment, owner of the Colorado

Avalanche, purchased team slots in 2017—creating founding OWL teams the Philadelphia Fusion and the Los Angeles Gladiators, respectively.

Francesco Aquilini said in a press release that Vancouver's team will likely represent the Pacific Northwest in the league since it is the first team to be added in this region.

"The Overwatch League has visionary leadership, strong franchises, and connects with millions of players globally," he said. "We're pleased to have the opportunity to expand into esports and we can't wait to launch the team in Vancouver, which will also represent fans across the Pacific Northwest, including Seattle and Portland."

The fact that the purchase of the team slot was made by AIG (as opposed to a backer specifically related to technology or esports) goes a long way in legitimizing professional video games as a whole within our city. It means recognition of the industry itself and a whole new stream of revenue for tourism within Vancouver. Currently teams compete in the Blizzard Arena in Los Angeles. However, the OWL has made it clear that they intend to transition teams to play out of their franchise cities eventually.

Biology department to adopt free anatomy and physiology textbook in fall 2019

› One step closer to free textbooks for students

Katie Czenczek
News Editor

It appears some faculty members are listening to students' calls for free textbooks.

Jennifer Barker, a biology instructor at Douglas College, has been leading the push for Open Education Resources (OERs) at Douglas College. In an interview with the *Other Press*, Barker said that what interests her about free textbooks is the ability to alter them to best fit a curriculum.

"I've got wind of this idea of open textbooks, which are accessible for students and that would be the high-minded reason to use them, but from an instructor's perspective what really got my attention was that you could edit them," she said.

Barker has been editing an open textbook from BCcampus for a couple of years now, which will be used in the

biology program at Douglas College. She was able to do so through funding provided by the college and hopes to have the textbook ready for Fall 2019.

In 2012, the provincial government provided \$2 million in funding for the BCcampus project. The project has set up tools and resources that are accessible by everyone with an internet connection. It has also given grants to institutions, which would allow for faculty to edit textbooks to their liking.

Aran Armutlu, Chairperson for the British Columbia Federation of Students (BCFS), said in a phone interview with the *Other Press* that, as a result of the 2012 provincial funding, "students have saved over \$8 million on textbook costs."

The BCFS launched a campaign advocating for \$5 million to be added to the project, and for students to post how much they spend on textbooks on Twitter using #textbookbrokeBC. Armutlu said that the funding and resources are already available online

for faculty members to use and that an important part of their campaign is convincing faculty members to use OERs in their classes.

"At the institutional level, it's about getting faculty on board with open textbooks," he said. "There's a lot of open textbooks available, but it's about getting professors to trust OERs."

Barker said that it will be more difficult to convince other faculty members to adopt OERs, however, as some textbooks do not share the same level of quality as commercial textbooks do.

"We were lucky because the anatomy and physiology textbook was already pretty good," she said. "For others, it's a hard sell to faculty members to adopt open textbooks, as the level of quality isn't quite there."

For many science, business, and math textbooks, a single textbook can cost around \$200.

Lalita Lalita, a second-year biology student at Douglas College, said in an interview with the *Other Press* that her textbooks can cost an additional class' worth in textbook costs for only three classes.

"Doing biology, geography, and chemistry, it's going to be around \$400 to \$500 just for three science courses in a semester," she said.



Photo of Jennifer Barker via Douglas College

Armutlu said that approximately half of students aren't buying textbooks for their classes because they cannot afford to.

"Studies have shown that 54 percent of students report skipping out of buying textbooks due to high costs," he said. "Students are suffering in the class because of that, because it's hard to succeed in the classroom without having the materials readily available."

“Doing biology, geography, and chemistry, it's going to be around \$400 to \$500 just for three science courses in a semester.”
—Lalita Lalita, second-year biology

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- ☑ 'Telltale's The Walking Dead: The Final Season Episode 1' video game review
- ☑ A look back before 'The Last of Us Part II' And more!

It's just as dangerous as the first

> 'Ozark' season two review

Chandler Walter
Contributor

★★★★★

I don't watch a lot of TV. I haven't had cable in years and, while I enjoy binging sitcoms front to back as much as the next person, I've run through all the usual suspects too many times to count.

Which is why I was so happy to find *Ozark*. (Yes, it's just *Ozark*, not *Ozarks*, as I've been getting wrong for months now.)

For anyone out of the loop, *Ozark* is a Netflix original crime/drama/political thriller led (and executively produced) by Jason Bateman, who has managed to do a commendable job of taking a step away from the Straight-Man-In-Comedy-Movie role we've so often seen him in.

Marty Byrde (Bateman) is a white-collar criminal. He launders money for a Mexican cartel and gets into a bit of a pickle with his boss. This, along with causing the death of his best friend and business partner (sorry, spoiler alert), causes him to relocate his family to the Ozarks, a group of lakes that are home to a summer resort community. Here he has to keep the laundering going like his life—and his wife's, and his two kids'—



"Ozark" promotional image via Netflix

"It's stressful to watch, sure, but it's also damn good television."

depends on it.

Because it totally does.

The first season does a great job of setting the scene, ironing out all the things that need to be ironed out (like filling his wife in on the whole situation), and introducing a criminal world that continues to find new ways of becoming

more and more dangerous.

Season two of *Ozark* picks up right where season one left off. There are a few new faces to factor in when considering just *how* Marty will keep his expansive criminal workings afloat, but for the most part the story continues on as if there wasn't a break at all—which says

something about how large and thought-out the plot must have been at the pilot's inception. Hopefully this means that it will not fall victim to *LOST*'s make-things-up-as-we-go faults, but only time will tell.

What's most interesting about *Ozark* is that characters' actions will continuously have consequences. Big characters do die, things can (and really, *really* do) go wrong, and Marty continuously has to think on his feet to get out of stickier and stickier situations.

Both Marty and his wife Wendy (Laura Linney) prove themselves both capable criminals and political schemers, though they continuously walk a razor-thin edge over the toppling deals and lies that they've created.

It's stressful to watch, sure, but it's also damn good television.

Oh, also Ruth (Julia Garner) is the best. I forgot to say anything about her, but she's a shining—and often comedic—light in a noticeably dark and colourless show.

It's definitely worth the watch, and at roughly an hour of story per episode, it feels more like you're watching short movies than binging an ongoing television show.

A towering tale set in a dazzling world

> 'Senlin Ascends' novel review

Caroline Ho
Assistant Editor

★★★★★

Senlin Ascends is a fantastic, delightful steampunk novel with enough technological marvelousness, quasi-Victorian spirit, and principled adventuring to make for a powerful debut.

Written by Josiah Bancroft, the book was first self-published in 2013 then picked up by sci-fi and fantasy publisher Orbit Books earlier this year after enjoying huge critical acclaim. This first novel in *The Books of Babel* series lays the foundation for a wonderfully creative and beguiling world populated with an unexpectedly personable cast of characters.

The story follows protagonist Thomas Senlin, a bookish and unassuming small-town headmaster newly married to his lovely wife Marya. For their honeymoon the couple travels to the famed Tower of Babel, an enormous structure said to be the height of civilization and technological innovation. However, before their honeymoon even begins Senlin becomes separated from Marya—and to find her he must make his way up the many layers of the Tower, which he soon discovers is far more

perilous and treacherous than imagined.

Setting is undoubtedly one of the strongest aspects of the novel. Bancroft's Tower of Babel, like its Biblical namesake, stretches up colossally, incomprehensibly tall—and also testifies to the hubris and divisiveness of humanity. Each "ringdom" of the Tower has its own distinct societal character, from the chaotic and disreputable Basement, to the sumptuously staged Parlour, to the outwardly charming and opulent Baths. In addition to elaborate steam-powered contraptions, Victorian-reminiscent manners and aesthetics, and of course airships—what steampunk-esque novel would be complete without them?—the world also features a tasteful touch of the surreal and absurd.

The characters, however, truly elevate this tale to excellence. For readers seeking a gritty, grimdark antihero with a tortured background, Thomas Senlin definitely does not fit the bill, but neither is he at all an obvious and admirable lead. At the start he is well-meaning but overly proper, full of scholarly self-righteousness and almost infuriatingly seemingly ideas about the Tower and its inhabitants. Yet as the story progresses and he grows more and more aware, both of his surroundings and of his own perspective, he becomes surprisingly



"Senlin Ascends" cover

sympathetic and relatable, gradually realizing that his own mild manners and book smarts can only carry him so far.

The supporting characters are just as dynamically well-rounded. These include the sly, desperate young Adam, who will do anything for his sister Volita; the stalwart Edith, a farmer with far more to her than meets the eye; the vivacious and endearing Marya, whom we meet mainly through Senlin's recollections; and many

other morally questionable allies and adversaries encountered along the way. The Tower, Senlin quickly realizes, can seem a lonely, self-seeking, dog-eat-dog environment—but such a ruthless setting makes the power of friendship and trust all the more poignant.

Plot-wise, the novel's pace is conveniently supported by the Tower's physical and sociopolitical structure, with its layered ringdoms serving to mark progress as Senlin literally ascends the levels. At times the story does feel a bit like it's been haphazardly cobbled together, which is appropriate for the world yet nonetheless a little hectic. Bancroft's prose, however, is excellent. From the novel's title I envisioned a far grittier story and a more forceful, ambitious protagonist, but while *Senlin Ascends* certainly has its ghoulish moments, it maintains an authentically proper and very readable voice throughout.

Book two in *The Tower of Babel*, titled *Arm of the Sphinx*, was also published by Orbit earlier this year and builds brilliantly onto the richness and moral complexity of the world. The third book, *The Hod King*, is set for release in January 2019 and promises to continue gathering steam and unveiling the intricacies of this fantastic world.

‘The Last of Us’ still holds up five years later

> A look back before ‘The Last of Us Part II’

Chandler Walter
Contributor

I don’t think it’s a contentious opinion to state that, in general, video games do not age well.

Sure, you have your classics, the games that you grew up with and will always hold close to your heart—even if a replay of *Pokémon Blue* means leaving the lights on to illuminate that shadowy screen—that will never “go out of style” so to speak, but newer games that are a few years past their release date tend to feel drab in comparison to their most recent counterparts.

These games sit in the backs of bookshelves, or at the bottom of piles gathering dust and awaiting their eventual fate as a trade-in at the local EB Games. Yet not all of them deserve that end.

The Last of Us is one of those games that, five years later, is still as nail-bitingly, jaw-wrenchingly *awesome* as it was on first playthrough. That says a lot



‘Last of Us Remastered’ promotional image via Naughty Dog

about the story, mechanics, and overall feel crafted by Naughty Dog.

A lot of the timelessness of *The Last of Us* comes from its unique play-style. Instead of running as fast as you can, climbing walls, and generally being a parkour expert (looking at you, *Uncharted*), *The Last of Us* encourages players to take things slow, think things

through, and, for Christ’s sake, keep your head down.

The stealth mechanics don’t need the best graphics to operate at their top level because you’re not filling the screen with constant action. While there is plenty of combat throughout the game, there is also a puzzle-like aspect to it all—counting your bullets, figuring out where

everyone is placed, and trying your best to maneuver *juuuuust* right to get around the baddies.

Where *Uncharted*’s Nathan Drake has had an obvious upgrade to his movement ability, climb ability, and general arsenal of Super Sick Stunts with each new installment, I doubt that the highly-anticipated *The Last of Us Part II* will change much about how the environment is traversed by our scrappy young protagonist.

Which weighs into why, at its core, I think that *The Last of Us* truly holds up. It’s a gritty, kind-of-horror type game that puts you into the shoes of someone who is capable, sure, but also just a regular guy trying to make his way through the nightmare that is a post-apocalyptic America. The game is great because the protagonist isn’t invincible, crafting happens in real time, and the choices you make really do matter, right down to the last bullet—putting the player into the story like no other game I’ve ever played before... VR included.

Jumping at shadows (of loot boxes)

> BioWare, ‘Anthem’, and the anxieties of the single-player RPG fan

Bex Peterson
Editor-in-Chief

There was a bit of a kerfuffle in the gaming world after PAX West from the BioWare corner of things after it was lightly suggested during a panel that BioWare’s upcoming title *Anthem* might affect the direction of BioWare’s well-known single-player RPG properties, *Dragon Age* and *Mass Effect*.

Michael Gamble, lead producer at BioWare, was quoted from the panel as saying, “For *Anthem*, where we’d all like to see us head, is the ability to tell new great stories throughout the years, throughout the months after launch.” Somewhere along the line this quote was interpreted as a sign that future *Dragon Age* and *Mass Effect* titles would take inspiration from *Anthem*—an MMO that so far seems to be a departure from BioWare’s usual narrative style.

Dragon Age and *Mass Effect* are well-known for their narrative structures, featuring world-altering choices and character interactions ranging from building steadfast friendships, bitter rivalries, and even loving relationships with NPCs. *Anthem*, by comparison, has so far been advertised as a far more impersonal multiplayer third-person shooter in line with popular titles such as *Battlefront* and *Titanfall*. While there will be some RPG elements to *Anthem*, it will not be the structured story game that many might expect from BioWare. This different format, in an age where single-player RPGs are becoming increasingly rare and it seems as though many triple-A companies seem to want to follow the money to emulate successful titles like *Overwatch* and *Fortnite*, has made BioWare fans increasingly nervous for the future of their favourite franchises.



‘Anthem’ promotional image via Bioware

The reporting of Gamble’s comments seemed to confirm these fears and the internet reacted as it usually does—by catastrophizing to its extreme.

This prompted Casey Hudson, game developer at BioWare, to respond to this wave of anxiety with the following statement on Twitter: “Some weird stuff going around about how our future games will be influenced by *Anthem*. Of course when we do a *Dragon Age* game it will be designed from the ground up based on what *Dragon Age* should be. Same with *Mass Effect*... *Anthem* is a specific thing that’s unique from our other IPs in many ways. What carries forward is what we learn about game design, which is a constant evolution.”

BioWare is clearly in a tricky position right now as a company. Simply looking at metrics, it could be easy to extrapolate from the lukewarm response to *Mass Effect: Andromeda*

that the safer investment would be in titles with broader player appeal like *Anthem*. However, the reaction from many BioWare fans regarding *Anthem* so far seems to be pure anxiety. It’s hard to imagine being in a position where many of the diehards in your fanbase are so incensed about a game they haven’t even played yet that the slightest suggestion that future franchise continuations may take inspiration from the new model can set off a social media-wide panic.

At the same time, I understand that anxiety because I feel it myself—I will admit that when those first somewhat-misleading articles about the PAX West comments made the rounds, I felt my heart plummet. Visions of finally playing *Dragon Age 4* only to find that the best items and NPCs could be trapped in randomized loot boxes danced through my single-player RPG-loving head. I realized that I’d

already decided I didn’t like *Anthem* or what I felt it stood for without giving it even a modicum of a chance.

Bemoaning the future of BioWare because of a game that won’t be out until next year is at the very least a bit self-defeating. While I understand firsthand how badly so many of us want to hear any kind of news or sign that we’ll get to continue building stories in our favourite game universes, it’s never healthy to be the kind of fan who restricts your favourite creators to doing the same thing over and over again.

While writing this article, I read up more on *Anthem* myself. So far it doesn’t really seem like the kind of game I’d pick up, but there are aspects of it that intrigue me. I’m willing to keep an open mind, if only to keep my own anxieties under control.

New season a return to form for the story of Clementine

> 'Telltale's The Walking Dead: The Final Season Episode 1' video game review

Lauren Kelly
Graphics Manager

When the first season of *The Walking Dead* video game completed in 2012, it revolutionized storytelling in games and launched Telltale Games to the front of the pack. The game was released in five episodes over a seven-month period, with each episode running about two to three hours. Each episode was filled with tough decisions, emotional gut-punches, and enough humour and kindness to make you care about the characters.

In the first season you play as Lee and you discover a young girl, Clementine, who was left with a babysitter at the beginning of the zombie apocalypse. As the player you help raise her and take care of her. The game handles her character deftly, making her loveable instead of annoying or frustrating. In the vein of previous adventure games, this one features puzzles, branching conversation trees, lasting impacts from your choices, and plenty of pointing and clicking.

The game was a massive hit, which led to Telltale Games obtaining many high-profile licenses and releasing games for the likes of *Fables*, *Borderlands*, *Game of Thrones*, and *Minecraft*, with wildly mixed results. They also released two

more seasons of *The Walking Dead*, both of which revolve around or let the player play as Clementine as she grows up. Season two was received well but not as much so as the first, and season three was widely viewed as a step down for the much-loved series. I will admit that I skipped the latter half of season three; it just didn't grip me that way the previous two had. However, I was still interested in giving the new season a chance and I'm very glad that I did.

We start the episode with Clementine in her late teens taking care of AJ, a hardened child of the apocalypse first introduced in season two. When we join them they're on the move scavenging for food and they have nowhere to go. However, an accident leads to them being rescued by a group of young survivors who are unlike any characters we've seen so far. In true *Walking Dead* fashion the game lets us get to know all of the new characters, but unlike some other seasons they're all pretty likeable. The episode is longer than those of the last few seasons (which have been closer to one and a half hours), clocking in at over two hours, and the twists and turns throughout the game keep it incredibly intriguing. I was genuinely shocked by the path it took and the cliff-hanger left me wishing the next episode was already



"Walking Dead: The Final Season" screenshot via PC World

out. On a story level, this was truly a return to the greatness of season one.

On the technical side, the game has innovated as well. The graphics are absolutely gorgeous, with plenty of depth added and no sacrifice to the comic book style of the visuals. Gameplay is more interactive in that combat scenes that were once only quick time events now allow the player to freely move and dispatch the zombies with their own tactics. The game's camera has switched to an over-the-shoulder view instead of a locked camera, which makes the game feel more immersive. Another small upgrade that I enjoyed is the addition of a little amusing blurb

on the screen when you find an item in addition to Clementine's dialogue. This ties into the next addition since now there are items that serve as collectibles to decorate the place where Clementine and AJ are staying in the episode.

Overall, the first episode is incredibly promising and is a must play for fans of the series and of Clementine. Sadly, the final season will only be four episodes instead of five, but the longer run-time should help make up for that. Episode two is slated for release September 25 and the full season pass for the game is \$26.99. Do yourself a favour and get closure on this six-year-long story.

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- ✓ Taking a look back on Felicia Day's life-changing memoir
 - ✓ An examination of modern street fashion: part two
 - ✓ Great Inclinations
- And more!

A review of the Galloping Goose bike trail

› A bike trip that does not guarantee the sight of Canada's favorite bird frolicking

C J Sommerfeld
Contributor

Cycling from the Swartz Bay Ferry Terminal to the Sooke Potholes is the easiest bike trip you will ever do. Let me enlighten you with two words: No incline. Now is that not a cyclist's dream? Even the average Joe can relish cycling with minimal gear changes.

The entirety of the trip from the Swartz Bay Ferry Terminal to the Sooke

Potholes is about 70 kilometres. Some people cycle the entirety of it in one day—but I say stop and smell the roses. This bike trip is best when you take a few days to complete it.

There are a plethora of campgrounds and bed and breakfasts speckled along the way, so you will never have to worry about where you are going to rest your head. Similarly, there are serve-yourself fruit and veggie stands to satisfy your lust to buy local—and not go hungry!

The trail begins directly across

the street from the ferry terminal (how convenient!). An abundance of signs direct cyclists to the side of the highway marked Lochside Regional Trail. This bike lane segues cyclists from the ferry terminal to Victoria. While the first 10 kilometres of the trail run parallel with the highway, the trail soon snakes through pumpkin patches, cattle farms, squash crops, and so much more farm goodness.

During this stretch of the trail there is an onslaught of smells. From manure

to flowering fruits, it will supply a fun game of "What's this smell?" with your cycle buddies. Many of the farms have a tourist-friendly component where you can pick a pumpkin or do yoga with a goat.

Following the "What's this smell?" portion of the bike trail you will be led through urban streets, which wind in and out of residential neighborhoods and wooded areas. However, after 42 kilometres the Lochside Regional Trail intersects with the Galloping Goose

Trail, beginning a new adventure through more wooded areas and more farms.

Throughout the expedition, you are encompassed in beautiful views, deer, and old farm machinery. However, when you reach the end you are supplied with the most scenic part of all—swimming holes that dwarf Lynn Canyon, also known as the Sooke Potholes. Conveniently, there is yet another campground, offering riverfront views and a place to rest your over-exerted legs.

This cycle is great for all, so what are you waiting for? This is all the more reason to get one last cycle trip in before the summer tapers off and life begins to look like an infinite loop of *BlackBoard Learn* and PowerPoint slides.

Illustration by Cara Seccafien



Colin Kaepernick scores big

› Controversial quarterback and activist now on the frontline of Nike's new ad campaign

Brittney MacDonald
Life & Style Editor

On September 4, Nike announced that Colin Kaepernick would be one of the athletes featured in their 2018 "Just Do It" campaign. Kaepernick—formerly of the San Francisco 49ers—is best known for being a two-time winner of the Western Athletic Conference's "Offensive Player of the Year" award (in 2008 and 2010) and, in recent years, for his 2016 kneeling protest during the national anthem.

In 2016, during his third game of the preseason, Kaepernick chose to remain seated rather than stand

during the American national anthem. Then in his fourth game he took a knee in more obvious protest. When questioned, Kaepernick told reporters, "I am not going to stand up to show pride in a flag for a country that oppresses Black people and People of Colour. To me, this is bigger than football and it would be selfish on my part to look the other way. There are bodies in the street and people getting paid leave and getting away with murder."

His comments were in response to several incidents relating to police brutality and systematic racism, most notably the case of Michael Brown Jr. who was fatally shot in 2014 in Ferguson, Missouri.

Needless to say, Nike's decision to feature Kaepernick has been divisive. On one side, some people were burning the brand's shoes and calling for a boycott of the company. Meanwhile, others praised Nike for their decision to support someone deeply involved in the Black Lives Matter movement.

Nike's endorsement of Kaepernick comes at a time when Kaepernick is currently in a legal dispute with the NFL, who have an exclusive brand deal with Nike as the official provider of all the player jerseys used in the NFL. According to *The Washington Post*, who had contact with an NFL insider, Nike did not give the NFL any warning regarding their decision.



Image via Nike

There are some people who claim that autumn doesn't start until September 22. These are the same people who insist that winter doesn't start until December 21, only two days before Christmas. These people are wrong and cannot be trusted. Fall, in my opinion, starts in September after the last heat wave of August finally breaks. It starts when you pull out your light sweaters and jackets from their dusty closet exile. Fall is, essentially, a mood—and it just so happens to be one of my favourite moods, one that I like to wrap myself up in like a cozy plaid flannel.

With all this in mind, here are some of my favourite pieces of media for the season. Grab your pumpkin spice latte, light those cinnamon apple candles, and cozy up with these games, shows, and albums to fully embrace this most wonderful time of year.

***Over the Garden Wall* (2014)**

This animated TV series should be at the top of anybody's list for amazing autumn media and is still my go-to if I really want to sink into the fall mood.

Half-brothers Wirt (Elijah Wood) and Greg (Collin Dean) find themselves lost in a mysterious forest and encounter many strange adventures with stranger characters on their journey home. There are only 10 episodes in the series and at 11 minutes each, it's about the equivalent time commitment of a feature-length film. Wirt and Greg's adventure seems to span the breadth of fall experiences, from early September environments to the first bite of winter. I'll personally be saving this series for a little further into the season, but if you're looking for something quintessentially *autumn*, I can't recommend any other piece of media higher than this one.

***Life is Strange* (2015)**

If we're looking at media that captures the back-to-school college feeling in a unique way, the game *Life is Strange* fills that niche perfectly (though the story does take place in October). The plot follows 18-year-old Max Caulfield, a photography student at a prestigious art school who discovers she has the ability to rewind time after witnessing a murder. The victim of the killing that Max prevents with her newfound powers turns out to be her childhood best friend, Chloe Price, whom she reconnects with to solve the many mysteries of Arcadia Bay—such as the disappearance of Chloe's friend Rachel Amber, the troubles of fellow student Kate Marsh, and Max's visions of a massive storm destroying the town. It's a perfect balance of private school mystery, artsy indie aesthetics, and spooky atmosphere best played on golden September afternoons and rainy October nights.

***Jeff Wayne's Musical Version of The War of the Worlds* (1978)**

In terms of deeply obscure personal favourites, this concept album is certainly up there. Mingling readings from H.G. Wells' 1897 novel *The War of the Worlds* with '70s prog rock, disco, and a full string orchestra, the album tells the story of the Earth's invasion by hostile Martian forces. Richard Burton plays the primary protagonist and reader, the Journalist, in the original album—though a recent remaster features none other than Liam Neeson in the role. The music is absolutely amazing; the energizing string overture of "The Eve of the War" sets the dramatic tone perfectly, though my personal favourite tracks are "Forever Autumn" and "Thunder Child". Both the original album and the 2012 remaster are available for listening on Spotify. It's great for long road trips, the fall commute, or a very strange listening party with friends.



Autumn media moodboard

> Fuel for fall feelings

> By **Bex Peterson**, Editor-in-Chief

“Grab your pumpkin spice latte, light those cinnamon apple candles, and cozy up with these games, shows, and albums to fully embrace this most wonderful time of year.”



***Gravity Falls* (2012–2016)**

This animated series provides a great transition from summer to fall with a lot of spooky content thrown in. It's a pretty well-known show but if you haven't heard of it, the plot centres on twin siblings Mabel (Kristen Schaal) and Dipper (Jason Ritter) Pines as they spend the summer with their great uncle “Grunkle” Stan (Alex Hirsch). The looming evergreens and eerie atmosphere of the Mystery Shack bridges the gap from summer to fall perfectly, with episodes such as “Summerween” fully copping to the mixed aesthetics. If you've never seen the series before, it's good fun for a September weekend marathon; if you have seen it, this is the perfect time to pick your favourite episodes for a quick rewatch.



***Night in the Woods* (2017)**

I can't sing the praises of this indie game enough. I played it twice over this summer, eager to explore every aspect of it top to bottom to discover all its secrets, though in truth it's a game best played in fall for the full effect. *A Night in the Woods* follows Mae Borowski, a college dropout (and anthropomorphized cat) who returns to her hometown of Possum Springs, a dying former mining town. Within a few days of her returning home Mae starts to realize that there is something deeply wrong with her hometown. With the help of her friends Gregg, a rebellious leather-clad fox; Angus, Gregg's intellectual boyfriend (and literal bear); and Beatrice, an abrasively disillusioned alligator; Mae investigates the source of the darkness at the heart of Possum Springs, coming to terms with her own difficult past in the process. Though Halloween doesn't exist in the universe of *Night in the Woods*, there is a Harvest Festival at the end of the first act that serves as a good in-game analogue. The game is funny, eerie, and at times deeply heartbreaking, and it's definitely worth playing late into the night by the flickering glow of candlelight.



***The Five Ghosts* by Stars (2010)**

This album always brings to mind gloomy, rainy October and November afternoons, and is perfect easy listening for such times. Though “Fixed” was a staple of Canadian radio when the album first came out and “Dead Hearts” has been used for many a dramatic moment in TV shows over the years, I feel like many of the other songs off this album have been somewhat slept on since its release. Ranging from playful to sombre, ethereal to gritty realness, the album brings to mind dying leaves, short days, and long, long nights. I personally recommend “The Passenger”, “The Last Song Ever Written”, and “The Dead Beg for More” off the bonus EP *The Séance*.

Great Inclinations

> Essentials (and the not-quite-essentials) for overnight hiking

Jacey Gibb
Distribution Manager

Great Inclinations is your go-to source for diving into the world of casual hiking in and around the Lower Mainland. Because hiking's not just for assholes anymore.

How you pack for a day hike is wildly different from what to bring on an overnighter. There's a lot to account for, even if you'll only be in the wilderness for 12 hours. Here are a few things you need to consider, plus a few non-essentials that will just make your life easier.

First off, you'll need a tent. Chances are if you already own a tent, it's not one that's suited for overnight hikes. Cheaper, more common tents tend to be bulkier and heavier—and when you're carrying everything you need on your back, those few added pounds make a big difference! Unfortunately, the extremely lightweight tents—we're talking one or two pounds—cost up to \$500. However, you can still snag some of the lighter ones for \$150 to \$200. They're also quite durable and will last for many seasons.

Next, your sleeping gear. Some campgrounds have tent pads constructed out of wooden planks; other campsites will just have a dirt or slightly rocky ground to sleep on. Regardless, it's a good idea to have some kind of cushion or padding to make sleeping on the ground slightly more enjoyable. Sleeping pads are easy to inflate and provide a nice cushion of air between you and the ground, which also helps



Photo by Jacey Gibb

keep you warmer. They're also light and compact, whereas traditional foam cushions are larger and harder to transport. Sleeping bags are an obvious necessity but you don't need to bring a pillow. Just fill the case your sleeping bag came in with extra clothing to make an impromptu one.

Another item that I've never regretted bringing on an overnight hike: A few plastic bags. They're light, squish down so they don't take up precious real estate in your pack and can be used for almost anything. Use

them to store food scraps or garbage, or to keep wet clothing from soaking your dry items. Most hiking campgrounds also have a "pack in what you pack out" policy, so keeping an ongoing garbage bag is super handy. Just chuck the whole bag as soon as you get home.

When you hike for several kilometres, you end up burning through drinking water quickly. Thankfully, there are a few options for how to stay hydrated on the go. Boiling water is always an option—a rolling boil for a minute or two, depending on your

elevation—but it's time-consuming and can waste a lot of fuel. There are also water purification tablets which purify water but also take anywhere between 30 minutes to four hours to completely take effect. For most overnight hikes, I prefer to use a LifeStraw, which comes in a tube about the size of an EpiPen and acts as a straw. Simply dip the LifeStraw into any sort of freshwater and suck on the non-submerged end. Water is filtered through the straw so that by the time it reaches your mouth it's been purified. My advice: Pack a regular water bottle and once it's empty, refill it from a nearby water source like a stream or lake. Then use the LifeStraw to drink from your bottle.

My last packing suggestion is a pair of water shoes. After hiking for hours, it feels downright luxurious to pull off your boots and slide into some water shoes. For starters, most are made out of a light fabric and are more compact than regular shoes. They're also more comfortable than hiking boots, while still being durable enough for wandering around a campsite. You can also snag water shoes for really cheap—like, \$10 cheap. Pack some water shoes on your next overnight hike and thank me later.

Like any new hobby, the cost of gear for overnight hiking can add up quickly. Try borrowing some of the aforementioned supplies from friends or family members to see if you even like overnight hikes before dropping a few hundred dollars. Just remember to clean everything and return it in the exact same condition they lent it to you. Don't be THAT friend!

'You're Never Weird on the Internet (Almost)' retrospective

> Taking a look back on Felicia Day's life-changing memoir

Brittney MacDonald
Life & Style Editor

In September of 2015 I wrote an article recounting my initial experience reading Felicia Day's memoir *You're Never Weird on the Internet (Almost)*. Seeing as Day will be one of the many celebrity guests attending Vancouver's Fan Expo 2018 this October, I thought it prudent to revisit the novel and pass on some of my experiences post-preliminary review.

I'll preface this by saying I read a lot—like a lot, a lot. Out of the many books of the many varying genres I have stumbled across, I can count on one hand the number that have affected me in any sort of life-changing way. This book is among those very few.

If you haven't read this book—which I highly suggest you do—among the many hilarious pages, it also details Day's struggles with anxiety, listlessness, depression, perfectionism, success, and being socially awkward. Essentially, for me, it affirmed my belief that although we have differing experiences, none

of us are ever really alone. However, after I read it—and after I wrote the initial article in 2015—my mother was interested in reading it, so I lent it to her.

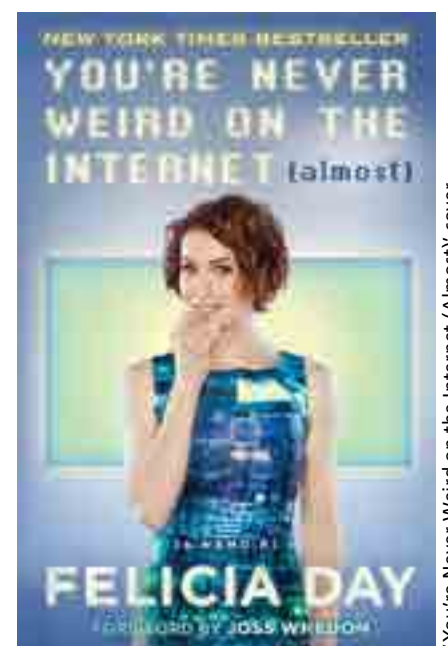
I will keep the backstory to a minimum, since it's rather uninteresting. My mother and I didn't have the best relationship growing up. The majority of my pre-teen and teenage years were spent at constant odds with her. This was mostly due to both of us being in denial about our own mental issues. My mother and I both suffer from anxiety and depression, but at the time neither of us would admit it. Eventually, as I got older, we both got help and we were able to actually formulate a deep, meaningful, and understanding relationship. However, we never really revisited what had gone on in those bad years.

After reading *You're Never Weird on the Internet (Almost)*, I found myself able to relate to Day and her struggles growing up. It wasn't until my mom and I sat down to discuss the book that I realized that her experience with the novel was vastly different. She began by saying that she found the book incredibly hard to read because in

reading Day's memoir she finally started to understand what all those years had been like for someone like me—and it hurt to realize that it hadn't been clear enough earlier. She knew now that anxiety and depression didn't vanish despite the constant companionship that the internet provided (as she presumed it had), but instead adapted and evolved to being just as isolating as the conditions always had been. That the "teenage laziness" she so often accused me of was actually sometimes paralysis in the face of rejection or not obtaining perfection.

These were struggles that my mother was all too familiar with—she just needed someone to translate them for her, so she could recognize their more modern iterations. Fortunately, this book did that. It started a conversation that allowed us to forgive each other for our misunderstandings, and helped to bridge a long-standing rift in our relationship.

Looking back, that is probably the thing I am most thankful for.



'You're Never Weird on the Internet (Almost)' cover

An examination of modern street fashion: Part two

> Fashion and the anti-sex

Brittney MacDonald
Life & Style Editor

This is a continuation of part one from the previous issue.

Now that you have some background on the somewhat retaliatory nature of trending fashion, let's examine how it relates to today's street fashion. As I said before, the street fashion movement of the late '80s to early '90s was a direct result of the decadence and performance-wear of the '70s to early '80s. That begs the question: What is modern street fashion retaliating against?

Modern street fashion, in general, is a fairly modest genre in that clothes tend not to show a lot of skin, are available in muted colours, and are usually oversized. We can see this by

looking at the latest collections from popular labels like Nike and Supreme. There are some slim-fit jackets and joggers, but the majority of items are baggy—especially the ones that show up more on an Instagram page and less at the track meet. What could be the cause of this desire to be so unobtrusive?

Y'all remember the early 2000s? If you don't, I'm not fully sure if I should be envious or if I should pity you. The 2000s were a pretty amazing time in terms of fashion—everything was ridiculous. This is the era of Christina Aguilera's *Stripped* album, as well as Paris Hilton and Nicole Richie's *The Simple Life*. It was a time when it was fully acceptable for you to walk outside your house in bikini bottoms paired with leather chaps and body glitter. Not that you shouldn't do that now—you do you, boo. However, in the 2000s,

such clothing choices were encouraged as feminine promiscuity and sexual freedom were the hot topics of the day. The late '90s and early 2000s saw the rise of "Do-me" feminism, which encouraged women to break away from feeling morally restricted in asking for or expecting sexual gratification and pleasure. As if to mirror this, men's fashion also began gravitating more towards the raunchy. In terms of social progression, it was an important step in the constant battle for gender equality—but it was also very in-your-face.

After all of that, it only makes sense that fashion trends would sway once more towards a more comfortable, conservative style. Thus, in terms of labelling fashion eras, you might be able to call this current one the "anti-2000s"—or the "anti-sex." Not because it discourages sex, but because it is less about overtly sexualizing the human body and instead more about communicating low-maintenance and ease of wear.

“Y'all remember the early 2000s?”



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This week's photo is by woolykrazy

Image via Marielle style



OPINIONS

✓ Children are not your political pawns

✓ Give manga a chance

✓ In the age of slacktivism

And more!

Celebrities shouldn't be held accountable for tweets they made years ago

> No one should, for that matter

Jessica Berget
Opinions Editor

It seems like old celebrity posts are being resurfaced everyday—tweets that are deemed sexist, racist, homophobic, or just plain problematic. Listen, we've all said some offensive things before. We've all said and done some ridiculously stupid things. Everyone cringes at the person they used to be and the things they used to say, and all it takes is time to learn that what we said was wrong. What doesn't help is digging up these old posts and expecting people to apologize for them.

For instance, American artist Doja Cat recently came under scrutiny for a tweet from 2015 where she referred to artists Tyler the Creator and Earl Sweatshirt with a homophobic slur. When confronted with this she said, "I called a couple people f[*****] when

I was in high school in 2015 does this mean I don't deserve support?" Despite her viral music video "Moood!" reaching 15 million views after being out for only a month, many people are already "cancelling" Cat because of this tweet.

However, she makes a good point. Should she really be shamed for saying a word that many people used when they were younger? I'm not saying calling someone a highly offensive term in a derogatory sense is acceptable but shaming someone for tweeting it three years ago should not be acceptable either.

Many other celebrities have been put under fire after old posts have been

dug up, including James Gunn, Sarah Silverman, Dan Harmon, and some sports stars. All of them have since apologized, but their careers may never be the same. There is such a rush to "cancel" celebrities or make them apologize for mean or off-colour posts they've made. People lose their direction, get into a hivemind mentality, and become bullies.

Everyone is at a different learning pace for what is or isn't okay to say. Middle school, high school, even college are vital learning periods in everyone's life. In this learning period you're going to say a lot of baloney you don't mean or understand. Furthermore, teenagers

are the most disrespectful species on this planet, so most of them don't really give a damn what's problematic or not.

Looking at old posts regarding what is "offensive" now doesn't make sense. I feel like there are many things that were okay to say in 2015 or whenever you were in high school that are now condemned.

I used to say awful things in middle school and high school—does that make me an awful person? Should I be publicly shamed for the things I said while I was in a pivotal growing period in my life? Of course not. Kids today are practically raised on social media so of course they're going to post abhorrent things, but that doesn't mean they're necessarily homophobic, racist, sexist, or otherwise prejudiced. It's just that those are things that were thought to be okay to say at the time, and one day they'll learn from their mistakes. It doesn't make it okay, but it also doesn't reflect who people are.

“ I used to say awful things in middle school and high school—does that make me an awful person?”

Give manga a chance

> It's a great medium for storytelling

Jessica Berget
Opinions Editor

I know it's a matter of personal taste and it's not for everyone, but people need to stop hating on manga and just give it a chance. Seriously, I know it might be "cool" to hate manga and anime and anything that differs from Western culture, but manga is great as both a visual and literary medium.

People often associate manga with "weeaboos"—people who are unhealthily obsessed with Japanese culture—but don't let one group of people ruin it for you. Manga is a fascinating visual way to read a variety of different genres. Many people say they would prefer to watch a movie or read a book, but manga

combines the graphics that we love about movies and the imagination that goes into reading books into one comic.

While reading books allows you to make mental images of the story, characters, and settings; and films on the other hand give you the visuals from one director's point of view; manga meets in the middle. It shows you key scenes and dialogue, but you get to fill in the blanks for yourself. Readers can supply for themselves the colours and background noises of the scene, what the characters sound like, and what happens that we don't see in the panels. Manga also provides some entertaining onomatopoeias: "Blarf!", "Glurk!", and "Bwom!" to name a few.

The art that is used in manga is

“ The art that is used in manga is often beautifully detailed and immersive.

often beautifully-detailed and immersive. The stories and dialogue are so well-written that you can almost forget you're reading a book and not watching it unfold as a film. It's an easy format to read once you get used to going right to left instead of vice versa. Also, there are so many different manga out there and so many different genres that you're bound to find one that's in your taste.

I suspect many people don't like manga because of the artistic style or because they view it as too weird, too different from Western culture, too much of a culture shock, I get it. Some manga is a bit outlandish—however, if you give it a chance you'll realize it's unlike anything you've read or seen before, and it's great.

You can also gain a lot of insight

about Japanese culture from this medium. Some of these are small insights about traditions, references, vocabulary, social practices, or education, while others deal with deeper concepts such as gender roles or how religion is viewed in Japanese society.

Manga also covers genres that aren't often utilized in comics or films. If you're into horror or gore, manga may be just the thing for you. Junji Ito is a great horror manga author to read: His art is gruesome and some images will be burned into your brain forever. If you're not into that, there is a plethora of cute, adventure, psychological thriller, or casual manga to read as well. Finally, most manga can be read for free online, so there's no reason not to check this graphic medium out.



Left to right: 'Snow White' by Junji Ito, 'Dragon Ball Super' by Akira Toriyama, 'Jojo's Bizarre Adventure' by Hirohiko Araki, 'Kimi ni Todoke' by Karuho Shiina

In the age of slacktivism

› Reposting things online does not make you an activist

Jessica Berget
Opinions Editor

A mere six years ago, a popular YouTube video ignited a spark that changed social media forever.

Remember Kony 2012? Of course you do; how can anyone who lived through that forget it? It seems like only yesterday people were sharing, reposting, and hash-tagging about the Ugandan cult leader and his children soldiers. Kony 2012 was a revolution of our time—a social media revolution.

#Kony2012 was the first activist trend I remember that swept over the World Wide Web. To 17-year-old me, it was the first time that everyone seemed to care about something bad that was happening on the other side of the world, and it snowballed into a social activist frenzy.

Since then there have been numerous hashtags, profile pictures with flags over them, videos to share, location check-ins, and copy-and-paste Facebook statuses. It created the social justice hype to be with your friends and peers in sharing



these social atrocities and attempting to do something about them. It created a generation of people who care about these sorts of things. Unfortunately, it has also created a culture of “slacktivists.”

You probably can guess what that is by the name, but “slacktivism” is the term for actions performed via social media which support a political or social cause, but which take little time or involvement. It’s what compels so many people to add “activist *peace sign emoji*” to their Twitter bios, yet what annoys me so much

about it is that most people don’t really care about the cause, only their cause.

I feel like most people post about social issues for their own recognition, or to be a part of it, and not for the actual problems. In the hype of Kony 2012, I was shamed for not taking part in the craze. It’s not that I didn’t care, I just didn’t feel like watching a half-hour-long video or making a status on Facebook about it. Back then it was cool to know who Kony was or what he did. It contributed to current online

social justice culture. However, it also created a culture that shames people for not “caring” about these injustices.

This is what makes slacktivism so prevalent. If you’re not sharing or reposting some social issue, it’s assumed you don’t care, or you’re not “woke”. Many people jump on the bandwagon to keep with the trend. The funny thing is that most people post about these issues on their social media but speak nothing of them in real life, and that’s not activism.

Making posts about social issues is a great way to raise awareness, but it’s superficial and can only achieve so much. There are more effective ways to bring about change: Educate yourself further about social inequalities, engage in conversations about it, listen to differing opinions, or volunteer. Ask yourself, are you posting this because you truly care, or because you don’t want to be left out?

Don’t force your political ideologies on your kids

› Children are not your political pawns

Janis McMath
Contributor

A few days ago, I had the misfortune of encountering a young kid wearing a shirt that read #FEMINIST. As a feminist myself, a child wearing that shirt bothers me.

Let’s start with the fact that no child can truly understand politics. Comprehending politics requires a lot of history and context about society, culture, economics, and people. At an age where they are still only developing the fundamental skills, there is no way a kid could know enough to take an educated stance.

For crying out loud, children are still learning empathy when they’re young! The Centers for Disease Control and Prevention (CDC) states that children just start developing the capacity for empathy at the age of three and it takes many years to perfect it. How could a child possibly begin to understand feminism if they’re struggling with a concept as simple and fundamental as empathy?

Secondly, forcing your children to propagate your political messages is exploitation. Using a child who cannot understand basic math to further your agenda and benefit your message is unfair to them. For example, often at pro-life rallies children will be made by their parents to wear pro-life messages. In Canada, it is more likely that a child will be pro-choice, considering the Ipsos poll measured 77 percent of Canadians being in favour of abortion in 2017. The same principle applies to the child’s feminism shirt—it’s unfair to force a kid to preach

any ideology if they can’t understand it and may be against it eventually.

There are no revolutionary activists that were “told” to be activists. It is a cliché recited time and time again in education, but it really is vital to teach kids “how to think rather than what to think.” If you want your child to be a great critical thinker, you’ll encourage them to come to their own conclusions rather than telling them to follow your conclusions. Critical thinkers need to be encouraged to argue, to be controversial, and to be wrong. I know that one of the reasons my own feminism is strong now is because I remember all the embarrassingly wrong misogynistic “facts” I used to state with confidence—and how stupid I feel for doing that.

There is a lot of value in making your own mistakes. Critical thinkers also need to know that if their ideas are contrary to yours, you’ll still support them. If a child feels like your love is conditional and depends on their political ideologies, they probably won’t bother questioning anything.

Consider the message that is coming across when you tell your child what to think: You are telling them that their obedience is more important than their agency. It is so cruel to value your child’s independent mind so little and your political ideology so much.

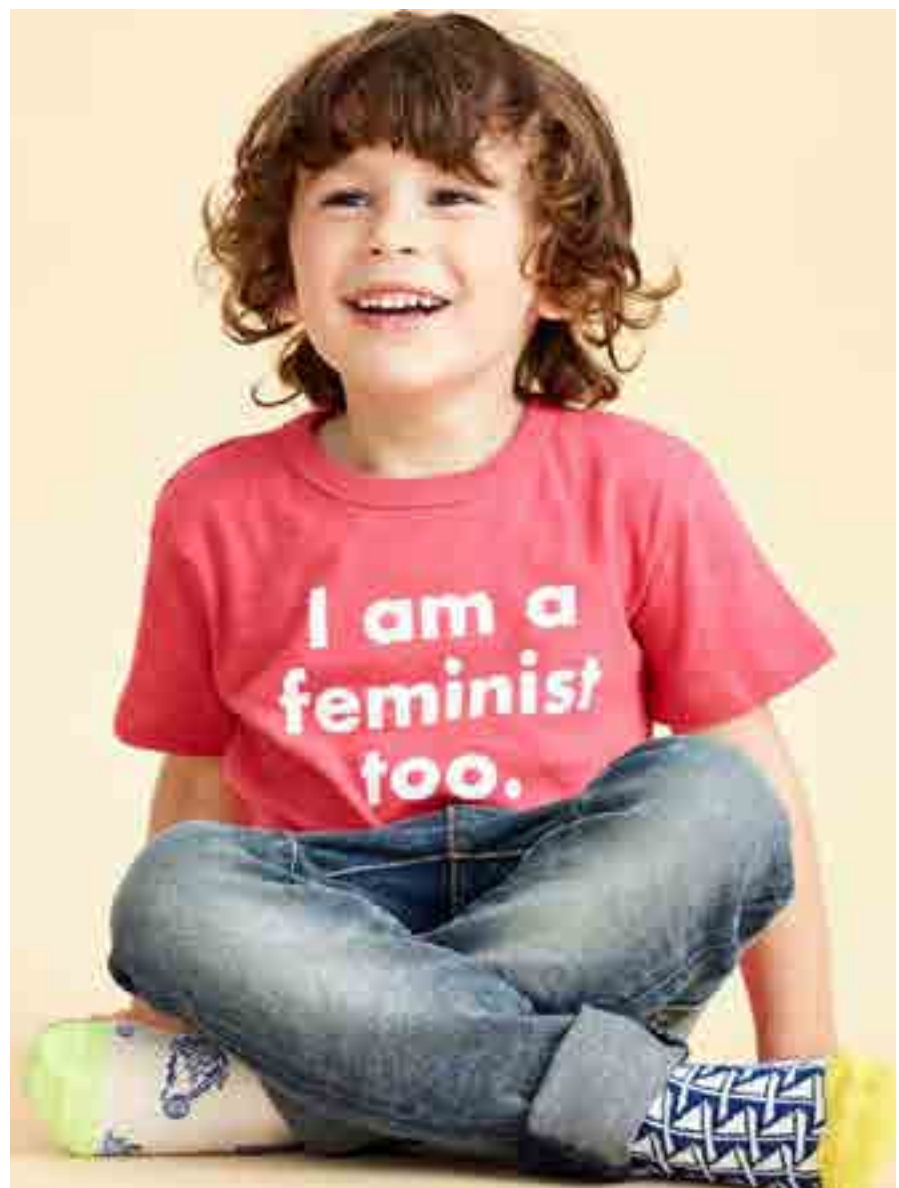


Image via J.Crew website

“ Let’s start with the fact that no child can truly understand politics.

CREATIVE WORKS

Alex and the magic can

> A short story

Karla Woldenga
Entertainment Editor

You can't buy happiness, but you have to buy everything else. This was a fact Alex Clerk was still getting used to. In a little less than two college semesters, she had already burned through her savings and was barely getting by on her part-time tutoring job and strong intuition for lost change. She had already cut down on everything: Makeup for her blotchy fair skin, clothing for her short small frame, shoes, shoes again, but she was still barely scraping by with just enough to buy ramen for her stomach and toothpaste for her teeth.

Nearing the end of her next winter semester, in her worn, bundled grey coat and holed black boots, Alex had taken to collecting discarded cans for change. In the cover of darkness, she leaned over yet another large trash can, hoping for recyclable aluminum cylinders. She pressed herself against the fresh dust of snow and eventually pulled her hand out with success, placing two more into her already overflowing plastic bag. She bent down to tie a plastic knot before slinging it over her shoulder to carry it back to her shared apartment.

"Collect this, sweetie!"

The young male voice came from a passing vehicle, followed by a whizzing, followed by a painful *CLUNK* as a can made its way from the young man's hand to Alex's head to the cold ground. Grumbling, Alex picked it up with one hand and rubbed the side of her head with another.

"Idiots," she said, before sticking the can in her pocket and making the trek back home.

The creaking door greeted Alex as she slowly and quietly entered her shared apartment. She quickly took off her shoes before navigating down the dark hall and to the smallest room on the left. She pressed her way past her white door and into her overly-filled space. She dropped the full plastic bag into the corner with the others and herself onto her single messy bed. A soft *crunch* reminded her about the can in the jacket she was still wearing, so she took the can out and the extra clothing off. The can was red, dirty, and now half-collapsed from her weight. It also displayed a language unrecognized by her or a lazy Google search. With her thumb, she rubbed the dirt off the back label in search of more information.

The can reacted to the attention by shaking violently. Retching this way and that, trying to escape from her hand. Alex yelped and threw the can towards her computer desk. She scrambled under her pink covers as the can bounced across her desk, knocking over stacks of paper and empty ramen cups.

"SHUT UP, DON'T YOU KNOW WE'RE TRYING TO HAVE SEX IN HERE?!" her roommate yelled from the other bedroom. Alex was, in fact aware; she had heard circus music

when she came home, just like every time her roommate had sex.

The can finally stopped on its side at the desk's farthest end as grey smoke began pouring out and onto the floor, covering Alex's piles of papers and dirty clothes in a thick mist. Finally, a small man crawled out from the can—well, sort of a man. He was two inches tall and wore black sweatpants and a white shirt that read "No Fat Chicks." He had a brown long beard and man-bun to match. He raised his arms and head to the sky.

"GREETINGS!" he said to the heavens in a deeper voice than his size would have suggested. "I am the genie from the can, and you have been granted three wishes!"

Alex quickly dropped the covers she had been cowering under. Three

until she spotted an empty ramen cup. "An infinite ramen cup! That always fills up again when it's empty!"

The genie snapped his fingers, and a Styrofoam cup filled with warm instant noodles appeared in front of Alex. She grabbed it and began eating with the attached fork. The genie sighed and turned his body away from her.

"What's your problem with me, dude?" Alex asked with a mouthful of processed wheat.

"I said it was nothing," the genie snapped.

Alex strongly postured herself on her bed, looming over the small mystical man from her pink sheets. She pulled a stray hair back behind her ears.

Living in a can was no excuse for

concern to you. They don't affect your ability to get what you want."

She jerked up and pointed a finger at the spirit.

"No!" she said. "We need to demand respect from individuals like you so all women are treated equally. We shouldn't tolerate people like you and your fucking ancient attitude."

"Well," the genie began. "I am over ten thousand years old and live in a small can—"

"That's not an excuse!" yelled Alex. "We need to stand up to individuals and shame those who act like this."

She took the step between the bed and her desk and stood over him. The space was small enough to hold her and her anger.

"I wish you were no longer sexist and treated everyone equally regardless of their sex or gender," she said.

The genie glared at her. "How *altruistic* of you." He said as he snapped his fingers. Alex stood and waited for a change in his posture, his mood, anything, but found nothing in her momentary search. After a few moments what little patience she had was gone.

"Are you less sexist now, or what?" Alex asked. The genie and the mist began to slowly disappear back into the dented can.

"Yes, thank you," he said. "I realize not that it's best to treat everyone equally regardless of sex or gender." He looked down at his T-shirt and snapped his fingers, removing its sexist slogan. Alex finally relaxed her shoulders as she watched her new friend fade away.

"Okay great, are we cool now?"

"No, not at all," he said flatly, now only half-visible.

"What the hell?" she said, her shoulders rocks again. "Why?"

"Because you forced me to change my mind through magic," he said, only his voice remaining now. "I don't like anyone who forces me to change my perspective against my will, regardless of their sex or gender."

"But that's so stupid!"

There was a quiet laugh heard from the can, then silence.

Alex picked up the can and threw it into her trash. Recycling isn't for every can, she thought before dropping back down onto her bed. She picked up her endless ramen cup and thought about her wishes as she ate. At least she had all of her meals figured out forever. Her roommate's voice was suddenly heard through the wall.

"SEXISM CANNOT BE SOLVED THROUGH SHAME AND FORCE! IT CAN ONLY BE HEALED THROUGH COMMUNICATION, CONNECTION, AND TIME!"

"SHUT UP SANDRA!" Alex yelled back at the wall before going back to her meal.

Alex died of malnutrition three months later.

“Are you kidding me?” Alex said to the ceiling. “I get a genie that can solve all of my problems and he’s a sexist asshole.”

wishes! Just for her! The answer to all of her problems! She scooted to the edge of her bed and pressed her hands into her knees with excitement. The genie turned his gaze to Alex. He looked her up and down as he lowered his arms, crossing them in front of his chest. A long silence followed. Alex stared, waiting for his mystical words to fill her room.

"Oh," he finally said.

Alex's energy and expression dropped.

"What do you mean, 'Oh'?" she asked.

The genie tightened his stance and looked at a pile of papers on her desk as he began.

"Well, I was hoping the next person I would be giving wishes to would be... more..."

"More...?" said Alex, her arms now crossed.

"Look, it doesn't matter, okay?" He looked up at Alex with a stern eye. "You get three wishes. Make 'em."

Alex decided not to press. She'd be annoyed if she lived in a can too, she assumed.

"Okay..." she began. "I wish for..." she looked around her small room

this rude behaviour, Alex thought. Then she had another thought.

"My second wish is that you tell me why you have such a problem with me!" she said.

The genie raised a brown eyebrow. "Alrighty then. My problem is that I would prefer to give my wishes to a man instead of a woman."

"Why? Are you a sexist pig or something?"

The genie plunked himself down onto her computer's keyboard, causing the word program open on her screen to type an infinite number of Ns, then Bs.

"That's really none of your business," he said. "Unless you want to waste another wish."

Alex clenched her teeth and slammed down her infinite ramen cup on her cheap white nightstand.

"Are you kidding me?" she said to the ceiling. "I get a genie that can solve all of my problems and he's a sexist asshole."

The genie held his space, moving to the keyboard's space bar and pressing his palms together.

"This is a business interaction," he said. "My preferences shouldn't

- ✓ Giant clam eats man
- ✓ Gluten-free ice cream sandwich shop
very optimistic about winter season
- ✓ Puzzles and comics
- And more!



Illustration by Cara Seccafien

Vancouver man devastatingly unsure of what season it is

> The leaves haven't changed but the pumpkin spices are out

Chandler Walter
Contributor

The seasons may be changing, but one man's wardrobe, unfortunately, has not.

A local Vancouver man awoke on September 1 with something of a dilemma: The air was chilly, yet the sun was shining, and he had to get dressed for work.

Knowing the pains (and humiliation) that accompanied being far too sweaty at his office job, Dennis Hobfort made the reasonable decision to wear shorts and a T-shirt, disregarding the morning chill as nothing more than just that.

Little did Hobfort know that the weather would turn on him, raining down a faint drizzle during his lunch.

"It was extremely inconvenient," he said during an exclusive interview with the *Other Press*. "I thought it was going to be a gorgeous summer day, yet all I'm seeing are clouds and moderate temperatures."

Hobfort was last seen making an impromptu umbrella out of a cane and some garbage cans.

The phenomenon that is the changing of the seasons has not only afflicted Hobfort, but others in the Metro Vancouver area as well.

"I honestly don't know when summer actually ends," said one woman who chose to remain anonymous for reasons of personal security. "I know it's sometime in September, but is it like, right at the start, or at the end, or what?"

While many around the city deem

“They’re big, they’re angry, and they ate local shellfish allergist specialist Jerry Ankler.

Halloween as “Definitely Fall” and Christmas as “For Sure Winter,” a survey conducted by the Totes Reel Institute found that, on average, people were “dumb as doorknobs” about when the seasons are actually supposed to change.

“We’re surrounded by idiots,” said one scientist in the official report. “Why are you making this so difficult?”

Throwing a delicious wrench into the entire mix is the coffee giant, Starbucks, who decided to release their infamous Pumpkin Spice Lattes earlier than usual this year, prompting people across the country to don their scarves and mittens far, far too early.

“It’s just so warm and delicious,” Suzy Selmany, whom the *Other Press* spoke to at a local Starbucks location, said of the drink, “and I look fab in my new fall wardrobe.”

Selmany had been showing signs of heat exhaustion, though no amount of persuading from the baristas, local authorities, or our reporter could persuade to her stop drinking the hot beverage on the 25°C day, or from wearing what was obviously too many layers.

What remains clear is that, until October 1 hits, the residents of Vancouver will simply live in a torturous limbo between summer and fall and have no idea what to do about their pitiful plight.

Top five Vancouverite activities

> Be part of the herd, follow the list

Klara Woldenga
Entertainment Editor

Recently moved to Vancouver and are already confused? Welcome. Lived here for a while and feel super out of touch with the city because it's emotionally cold and overwhelming? Me too, man.

Luckily, I've used my superior/creepy powers of observation and made a list of five things all Vancouverites do. Follow them and feel part of the collective hivemind once again.

Hate

We are known as one of the least friendly cities in Canada for a reason: We hate *everything*. The rain, the sun, people on the bus, on bikes, on sidewalks, in cars. There is no limit to Vancouver's hate for the world around it. So, be part of the hate wave by putting your hate cap on and starting to detest things around you. Once you start, you'll be surprised by how easy it is to stay in your black and white

way of thinking. If someone challenges you, just hate them. It's really that easy.

Be poor

Again, this is a super easy one and probably something you have down already. If not, either start burning your money bills in cartoon-like fashion or start investing in things that are basically the same as putting your money in a black hole, like “the children” or the whales. Do a double-bill by investing in whale children or children of the whales.

Never text anyone back

Being super great with replying to text or calls is a clear indicator that you're not on the Vancouver bandwagon. Neglect is in, baby, and it's easier than you think. First, become Facebook friends with way too many people. Second, let technology change how you see your friends from humans to merely apps—simple tools to get what you want without any need of compromise, reciprocation, or care. Once you start that ball rolling,

cutting off connections when it's too inconvenient for you to keep them will be easier than you ever thought possible.

Head out for a night on the town and embrace disappointment

Pulling this one off takes a bit of collaboration. Invite your friends out and wander around downtown Vancouver for an hour or so looking for a pub or music venue to hang out in. Find most of them either full or featuring shitty music and over-priced drinks, then try and hail a cab to just go back home to watch a movie.

Have panic attacks about the housing crisis

Will I ever own land here? How would that even possible? What does it even mean to own land, anyway? Staying awake late at night thinking about these questions is a huge staple of what it means to be a Vancouverite. Bonus points if you struggle with your two jobs the next day due to sleep exhaustion.



Gluten-free ice cream sandwich shop overly optimistic about winter season

> 'The success we had in the summer will go on forever,' says owner

Klara Woldenga
Entertainment Editor

The winter season is a stressful time for most Vancouver ice cream shop owners. Most frozen treat stores close for the season or threaten citizens in order to sell product, all except for one: Local gluten-free ice cream sandwich owner Franklin Riddlen. Riddlen says he's not concerned about the upcoming cold season and believes he has good reason to feel that way.

"People eat ice cream all the time," Riddlen told the *Other Press*. "People also eat sandwiches all the time. I see no reason why people would stop eating both of these things just because it gets a little cold outside."

Riddlen opened his shop "Ice (cream) Ice (cream) Baby" last April after chasing a group of racoons out of an abandoned men's bathroom and setting up shop inside. Although the shop is relatively new, Riddlen has carried his passion for both ice cream and sandwiches all of his life.

"They're the only two things I eat

and have ever eaten," Riddlen said. "If you think about it, which I'm sure you do, both sandwiches and ice cream cover all the basic food groups. The fact that I am three feet shorter than the average male is a mere coincidence."

His first summer run allowed him to support himself and his two young daughters, Sunday and Malt, and he's confident his seasonal products will ride the generous wave of cold rain, sadness, and anger Vancouver winter has to offer.

"We have a lot of flavors for this winter season, like 'Sweater' and 'Wooly Sock', both of which are sure to do as well as our most popular sandwich flavor: Vanilla."

"No, I would not eat gluten-free ice cream sandwiches in the winter," local Vancouverite John Maric told the *Other Press*. "Why are you asking me? Get out of my house! It's three in the morning! I'm calling the police."

Unfortunately, not is all fruitful for the frozen dairy entrepreneur: Four years ago, Riddlen's wife passed away, leaving him to raise his two sticky,

malnourished children alone.

"She died from a brain freeze," said Riddlen. "I told her she could just stick to just eating sandwich if she wanted, but she just loved cream so much. God bless her."

"Please give us different fr to eat," one of the children told the *Other Press*. "We are so hungry."

Ice (cream) Ice (cream) Baby is located on King Edward and Main in Vancouver and is open from 9 am to 9 pm every day except Sunday, and Monday, and Tuesday, and Wednesday.



Giant clam eats man

> 'The seas and beaches are safe for no man,' says old, peg-legged sailor

Klara Woldenga
Entertainment Editor

This past week, locals have been soaking up the last bit of sun at Vancouver's beaches. Unfortunately, a new unexpected terror has risen from the sand: Giant, angry clams. They're big, they're angry, and they ate local shellfish allergist specialist Jerry Ankler.

"Jerry was the best, really," said local yoga studio owner Janice Garcia. "He told me, 'Don't eat shellfish, it'll kill you.' I didn't, and I'm still alive today."

According to witness reports, Ankler was taking his daily log walk on Kitsilano beach when he was attacked by a giant clam.

"He loved those logs so much,"

a former client told reporters. "He even had a favorite one he named his wiener dog after."

At exactly 8:59 am a giant clam, approximately five feet wide and six feet tall, wiggled out of the sand, and went right for Ankler and his wiener dog named Log.

"It's like the clam knew," said Edwin Francis, a witness to the horrific event. "It knew that Jerry was a shellfish allergist, trying to keep people from eating clams, and it needed to eat Jerry for revenge—wait, that doesn't make any sense."

Reports also state that, before he was eaten, Ankler pointed to the clam, turned to the person nearest to him, and shouted, "DON'T EAT THIS IT'S PROBABLY NOT GOOD FOR YOU!"

before the giant clam swallowed Ankler whole, orthopedic shoes and all. It then returned back to the dirty, cigarette-butt-ridden sand from whence it came.

Log the wiener dog was left unscathed and has been set free back into Stanley Park, as per the instructions Ankler wrote in his will only a week before.

"It was awful," Jake Brophy, witness and log enthusiast, told the *Other Press*. "We spend so much time eating smaller versions of those clams. It was like an episode of that show, *Twilight Zone*—I'm Team Edward, by the way."

So far, this has been the only clam-related death in Vancouver, but the Vancouver police isn't going to take any chances.

"We're going to crack down on this before it gets any worse," Joan Harren, local police deputy, told reporters in a press conference this week. "We're going to fine the clam \$400 for every person it eats. It's the best deterrent we could think of."

Although his body has not been found, an open-casket funeral will be held in Ankler's honour next Sunday. The casket will feature both an oyster bar and EpiPens for those who need them. Max Franklin, longtime friend of Ankler, set the funeral up after learning of his death through an online meme.

"It's what Jerry would have wanted," Franklin told reporters. "Or was it what he really *didn't* want? I'm not really good at remembering details."



ENTERTAINMENT

SUDOKU

No. 402

Very Hard

			4		1	5		8
				7		6		
	9					7	4	
		3	1		4		7	
7								9
	8		7		2	4		
	6	9						8
		2		6				
8		4	3		9			

The solutions will be published here in the next issue.

Weekly crossword
By Caroline Ho, Assistant Editor

ACROSS

1. Go out with
3. "No ... ands, or buts!"
8. Severus of Harry Potter
13. Head
14. Aah's partner
15. Ancient manuscript
16. With 62-across, saying with the meaning of "Get things done efficiently" and the theme of this puzzle: 3 wds.
19. Famous sled dog
20. Involuntary twitch
23. Stores
27. This newspaper (abbr.)
29. Early 20th century art style
30. Coloured part of the eye
31. Measure of a country's economic output (abbr.)
34. Son of Daedalus in Greek Myth
36. Scatter
38. Charter away
39. Type
40. A large kind of the final word of 62-across
42. Citation style for many social sciences
45. Second-person pronoun
46. Equatorial
48. Cantaloupes or honeydews
51. US equivalent of SIN
52. Penny
53. Draft animals
54. Abbreviation meaning "for example"
56. Basil and pine nut sauce
57. Consumed
58. Restaurant chain headquartered in Vancouver
62. Continuation of 16-across (3 wds.)
69. More controlled
70. Steeped drink
71. Rear
73. Builds up excitement for
74. Young newt
75. Needle case

1	2	3	4	5	6	7	8	9	10	11	12
13				14			15				
	16			17			18				
				19					20	21	22
23	24	25	26				27	28		29	
30				31	32	33		34	35		
36				37				38			
39				40			41			42	43
				45			46			47	
48	49	50					51			52	
53				54	55			56			
57					58	59	60	61			
		62	63	64	65					66	67
69							70			71	
73							74			75	

DOWN

1. Washington, ...
2. Diving bird
3. Prefix meaning "three"
4. Slippery fish
5. Tiny amount
6. Poultry
7. Fixed
8. Chem. or phys., e.g.
9. Neither's partner
10. Find a sum
11. Bother
12. Old flame
17. Pounds (abbr.)
18. Spectre's spooky warning
21. Hospital area (abbr.)
22. Counterpart of sin and fun
23. Noon, en français
24. Seed covering
25. Peril
26. Baking measurement (abbr.)
28. One half of 16-across
29. Put lightly
31. Second half of 16-across
32. Douglas' campus life org.
33. Bombards with small projectiles
35. Type of freshwater fish
37. Black hue
41. Medical professionals (abbr.)
42. Highest carib
43. Breathe heavily
44. The "A" of SATII
47. Frozen water
48. Extinct flightless bird
49. Number after a main telephone number (abbr.)
50. Wiggle room
55. Prefix meaning "rock"
56. It's 7% in BC
59. Initial poker bid
60. Sandbar
61. Aspiring law student's test
63. Little devil
64. Casual shirt
65. 60-min. periods (abbr.)
66. Mined material
67. Almond or cashew, e.g.
68. Flightless bird
69. Ordinal suffix
72. 314159

Previous solution - Tough

7	6	3	5	2	4	8	9	1
4	1	8	7	9	6	2	3	5
9	2	5	3	8	1	7	6	4
8	3	9	6	4	7	5	1	2
1	5	7	9	3	2	4	8	6
2	4	6	8	1	5	9	7	3
6	8	1	2	5	9	3	4	7
5	9	4	1	7	3	6	2	8
3	7	2	4	6	8	1	5	9

Previous solution

D	A	T	E		I	F	S		S	N	A	P	E	
C	U	R	E		O	O	H		C	O	D	E	X	
	K	I	L	L	T	W	O	B	I	R	D	S		
				B	A	L	T	O				T	I	C
M	A	R	T	S				O	P			D	E	C
I	R	I	S		G	D	P		I	C	A	R	U	S
D	I	S	P	E	R	S	E		G	A	B			
I	L	K		B	O	U	L	D	E	R		A	P	A
			Y	O	U			T	R	O	P	I	C	A
M	E	L	O	N	S			S	U	N		C	E	S
O	X	E	N		E	G					P	E	S	T
A	T	E					E	A	R	L	S			
			W	I	T	H	O	N	E	S	T	O	N	E
	T	A	M	E	R			T	E	A		R	U	M
	H	Y	P	E	S			E	F	T		E	T	U



Comic by Nova

INTERNATIONAL STUDENTS' WELCOME



**WEDNESDAY SEPTEMBER 19
@ 4:30-6:00PM
DSU LOUNGE - NEW WEST**

We want to hear about your experience
at Douglas College and in Canada!

Come meet other students and enjoy some
snacks & refreshments!